

Making Proficiency a Game

A simple adjustment in mindset that can have an immediate impact on the way you train and stay proficient. The science of game design has much to teach us about what motivates people. Ultimately, games are about challenge, and the fun of overcoming that challenge. In this talk you'll discover what flight simulation scenario developers have learned from games, and how you can use this knowledge in your own training and proficiency.

Directions: EAA Pilot Proficiency Center

AirVenture 2016

Venue location: Four Corners (Knapp Street & Celebration Way)

A message from the National FAASTeam Manager

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Event Details

Wed, Jul 27, 2016 - 11:30 CDT

Pilot Proficiency Center

Knapp Street & Celebration Way
Oshkosh, WI 54902



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